

## PATENT SPECIFICATION

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## (54) APPARATUS FOR PLAYING A BOARD GAME

(71) I, JOHN BRIAN McCARTHY, a citizen of the Irish Republic, of Coolnevaun, Kilmacud, County Dublin, Republic of Ireland, do hereby declare the invention for which I pray that a patent may be granted to me, and the method by which it is to be performed, to be particularly described in and by the following statement:—

The present invention relates to apparatus for the playing of a game and more especially a board game in which a number of counters are moved to achieve a desired result in accordance with the rules of the game.

The present invention provides an apparatus for playing a board game comprising a base board, a plurality of rows of equally spaced apart triangular-shaped holes in the base board, and a plurality of triangular-shaped counters each having two opposite sides and adapted to fit into any triangular shaped hole with either side uppermost, each of said counters carrying a different colour on each side thereof. Preferably, the counters are coloured red on one side and white on the other side.

The invention will be understood from the following description of an embodiment thereof given by way of example only with reference to the accompanying drawings in which:

Figure 1 is a plan view of an apparatus according to the present invention;

Figure 2 is a perspective view of a single counter;

Figure 3 is a plan view of the counter; and Figure 4 is a side view of the counter.

Referring to the accompanying drawings, the apparatus comprises a base board 1 of a suitable metal or plastics material typically 3/8" thick, the base board 1 having six rows 2 of equally spaced apart triangular shaped holes 3, and the apparatus further comprises twenty (20) triangular shaped plastics counters 4. Each of the counters 4 comprises a substantially flat body portion 10 having on each side thereof a triangular shaped projection or stud 5 which may fit into any of the triangular shaped holes 3. The counters 4 are coloured red on one side 6 and white on

the other side 7. The colour showing for each counter 4 on the base board 1 depends on which side 6 or 7 is exposed. In Figure 1 the counters 4 which are shaded are assumed to be placed with their red side uppermost, those unshaded are assumed to be white side uppermost. The colours are further identified by the letters R and W for convenience although these letters will not be present in practice. The triangular shaped holes 3 which are adjacent the outer edges of the base board 1 have the side 8 of the hole 3 coded by holes 9 i.e., one hole for red and two holes for white for a reason which will be hereinafter explained.

This game is essentially a game of take-over with the final objective being to change all opponents counters to your colour. Each player or team of players starts with ten counters which are placed, in turn, on the board one by one in any position of the players choice. Each player places the counters showing his colour i.e., red or white. At the start of the game therefore, there are spaced about the board, depending on the players choice of position, ten red coloured counters and ten white coloured counters.

When all the counters have been placed on the board each player may move one counter for their turn and each triangular shaped counter may be moved to any hole reached by pivoting the said counter on any one of its three points — thus giving it a potential range of twelve holes. A player in moving a counter must observe the rule that a counter cannot pass over another counter to reach a hole otherwise within its range.

If a counter is surrounded on its three sides by opponent's counters, it is turned over — changing colour to the opponent's counter colour. The takeover of a white counter is illustrated in the group of counters at centre right in Figure 1 — the white counter W is enclosed on all three sides by red counters R. The white counter W is thus turned over to become a red counter R. In a situation where a player has a number of pieces in a group together — if all sides of

that group shape are surrounded by opponent's counters then all the players counters forming that shape are "taken-over" and turned to become the opponents counters.

5 On the ends of rows of holes 3 there are provided alternate coding symbols — one hole for red and two holes for white. When a counter is at the edge of the base board and the markings at the outside of the counter  
10 signify the opponent's colour, then only the two remaining sides of that counter need to be surrounded for the opponent to capture that counter. If the markings on the other  
15 hand signify the players own colour then that counter cannot be captured. It is also a rule of the game that any counter with two of its three sides covered by opponents counters cannot be moved, it may only be added to.

20 Each player or team of players starts off with ten counters, the first capture will make the score 11—9, then 12—8, etc. When the score in counters reaches 14—16, the defending player — that is the player with  
25 only six pieces — is now allowed to move his counters to any place on the board — with the exception still that if two sides of a counter are covered by opponents counters, it may not be moved.

30 The end of the game occurs when a player has reduced the opponent down to two counters or if the opponent is in a position where it is impossible to make a move.

#### WHAT I CLAIM IS:—

1. An apparatus for playing a board game, 35 comprising a base board, a plurality of rows of equally spaced apart triangular-shaped holes in the base board, and a plurality of triangular-shaped counters each having two opposite sides and adapted to fit into any of the triangular-shaped holes with either side  
40 uppermost, each of the counters carrying a different colour on each side thereof.

2. An apparatus as claimed in claim 1, wherein each counter comprises a  
45 substantially flat body portion and a triangular-shaped projection on each side of the body portion, each projection being adapted to fit into the triangular-shaped  
50 holes.

3. An apparatus as claimed in claim 1 or 2, wherein the ends of the rows are coded with one of two coding symbols in such manner that along each side of the board alternate  
55 rows ends are coded with the same symbol and adjacent row ends are coded with different symbols.

4. An apparatus for playing a board game, substantially as described with reference to the accompanying drawings. 60

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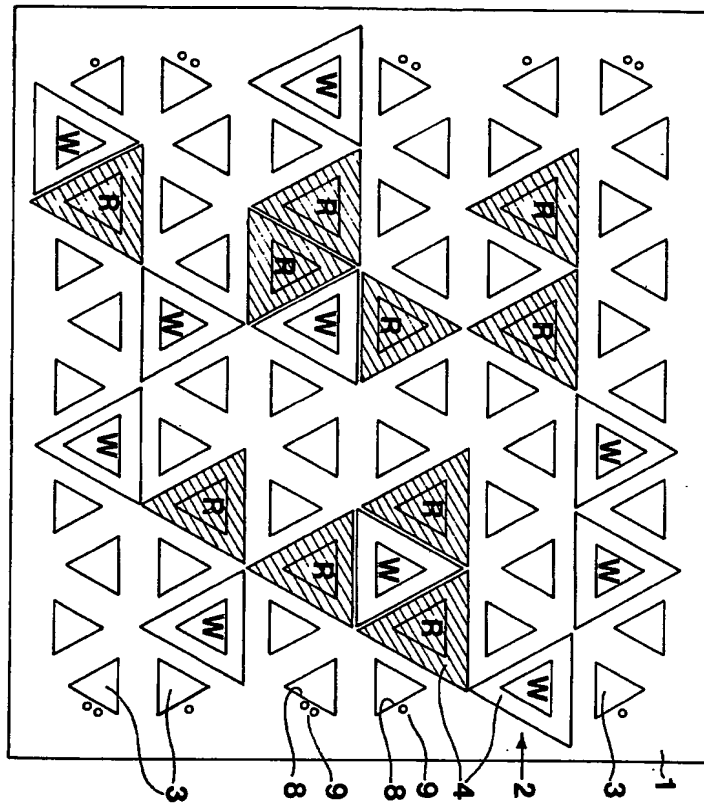
COMPLETE SPECIFICATION

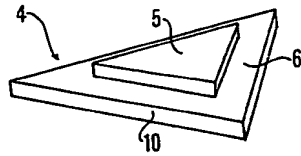
2 SHEETS

*This drawing is a reproduction of  
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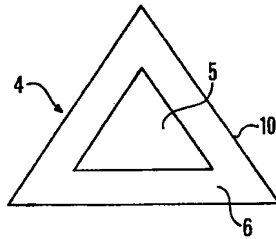
Sheet 1

Fig. 1

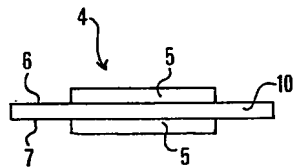




**Fig. 2**



**Fig. 3**



**Fig. 4**